Introduction to QuickTime Interactivity

Session 713

Introduction to QuickTime Interactivity

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Demo

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Motion With Alchemy

Technology Sneak Peek

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Introduction and History

- Adobe GoLive is a premier design, development and management solution for mobile, Web and interactive
- Adobe GoLive has been a long-time supporter of the Apple QuickTime authoring and deployment movement
- QuickTime authoring was first implemented in Adobe GoLive 4.0, supporting sprite tracks, transition effects, HREF link management, and other filters
- Adobe GoLive R&D efforts have come a long way since 1999

What You'll Be Seeing

- GoLive site management
- GoLive user interface
- QuickTime Web authoring
- W3C / 3GPP mobile authoring

Overview of GoLive 6.0

Demo

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Future Technology

Motion and Alchemy

Sneak Peek with Future Technology

- 3GPP mobile MPEG-4 / .3GP authoring and media export
- JavaScript based QuickTime Scripting with custom functions, unlimited arguments and returning result value support
- QuickTime Scripting Manager with unique overviews of all scripts used within a movie
- QuickTime Scripting Debugger enabling real-time debugging
- QuickTime XML database generator for creating interactive and dynamic movies
- Visual QuickTime Radio / Toggle Button Behavior authoring
- QuickTime Animation support using Adobe AfterEffects'like keyframe based user interface editing
- QuickTime Media Skin support via importing native Adobe Photoshop layered files
- QuickTime Sprite Track support for native Adobe ImageReady PSD layered files
- Full 100% QuickTime 6 HTML Plug-in Support
- Visual QuickTime editing with layout Zooming from 25%–1600%

What You'll Be Seeing

- Apple QuickTime Scripting
- QuickTime Animations
- QuickTime XML Databases
- QuickTime Media Skins

Demo Credits

A special thanks goes out to the following individuals

- George Williams, fujiiro
  www.fujiiro.com
- Anthony (aNt) Rogers
  tomato. Interactive / Underworld
  www.tomato.co.uk
- Terry Green, twenty2product
  www.twenty2.com

Demo

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Wrap Up

Roadmap—Wednesday

	Russian Hill	Pacific Heights	Haight/ Ashbury	SOMA
9:00	711 Audio and QuickTime		712 QuickTime for the Web	713 Introduction to QuickTime Interactivity
10:30			714 Large-Scale Webcasting: Macworld Keynote Case Study	715 QuickTime Interactivity Tools
12:00				
2:00	716 Advanced QuickTime Programming Techniques		717 3GP: Myth Versus Reality	718 AppleScript and QuickTime
3:30			719 Administering QuickTime Streaming Server	720 Content Creation for Mobile Phones: Top 10 Success Factors
5:00			721 WiFi and 3G: Let the Games Begin	722 Advanced QuickTime Interactivity

Roadmap—Thursday

	The Mission	Haight/ Ashbury	SOMA
9:00		723 The Real Story About MPEG-4 Visual Licensing	724 What's New With QuickTime VR?
10:30		725 QuickTime and Enhanced CDs	726 Cutting-Edge Projects Using QuickTime VR
12:00			
2:00	727 QuickTime Streaming Server Programming	728 Produce a Listening Party With QuickTime	729 Industrial-Strength Encoding
3:30		FF011 QuickTime Feedback Forum	
5:00			

Roadmap—Friday

	Pacific Heights	The Marina
9:00		
10:30	730 QuickTime Alternative Programming Environments	
12:00		
2:00		731 Internet Application Development: The New Frontier
3:30		
5:00		

Who to Contact

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http://developer.apple.com/wwdc2003/urls.html

For More Information

Documentation

General Information

http://www.apple.com/quicktime

Developer Information

http://developer.apple.com/documentation

QuickTime Information

http://developer.apple.com/QuickTime

Do Not Miss!

Lab: QuickTime Content Creation

Meet with QuickTime content experts for daily content specific topics that are of special interest to you. Bring your own media and PowerBook. No appointment is needed—first-come, first-served.

Sacramento Room

Lab: QuickTime Development

Meet with Apple's QuickTime engineers. Each day will emphasize a specific QuickTime development topic. Bring your own code and PowerBook. No appointment is needed—first-come, first-served.

Sacramento Room

Lab Hours

Monday	12:00pm to 6:00pm
Tuesday	9:00am to 6:00pm
Wednesday	9:00am to 6:00pm
Thursday	9:00am to 4:30pm
Friday	9:00am to 6:00pm

Q&A

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WWDC 2003

Worldwide Developers Conference